



Operation/Reference Guide

AXB-DMX512

DMX512 Interface



AMX Limited Warranty and Disclaimer

All products returned to AMX require a Return Material Authorization (RMA) number. The RMA number is obtained from the AMX RMA Department. The RMA number must be clearly marked on the outside of each box. The RMA is valid for a 30-day period. After the 30-day period the RMA will be cancelled. Any shipments received not consistent with the RMA, or after the RMA is cancelled, will be refused. AMX is not responsible for products returned without a valid RMA number.

Warranty Repair Policy

- AMX will repair any defect due to material or workmanship issues during the applicable warranty period at no cost to the AMX Authorized Partner., provided that the AMX Authorized Partner is responsible for in-bound freight and AMX is responsible for out-bound ground freight expenses.
- The AMX Authorized Partner must contact AMX Technical Support to validate the failure before pursuing this service.
- AMX will complete the repair and ship the product within five (5) business days after receipt of the product by AMX. The AMX Authorized Partner will be notified if repair cannot be completed within five (5) business days.
- Products repaired will carry a ninety (90) day warranty or the balance of the remaining warranty, whichever is greater.
- Products that are returned and exhibit signs of damage or unauthorized use will be processed under the Non-Warranty Repair Policy.
- AMX will continue to provide Warranty Repair Services for products discontinued or replaced by a Product Discontinuance Notice.

Non-Warranty Repair Policy

- Products that do not qualify to be repaired under the Warranty Repair Policy due to age of the product or Condition of the product may be repaired utilizing this service.
- The AMX Authorized Partner must contact AMX Technical Support to validate the failure before pursuing this service.
- Non-warranty repair is a billable service.
- Products repaired under this policy will carry a ninety (90) day warranty on material and labor.
- AMX will notify the AMX Authorized Partner with the cost of repair, if cost is greater than the Standard Repair Fee, within five (5) days of receipt.
- The AMX Authorized Partner must provide a Purchase Order or credit card number within five (5) days of notification, or the product will be returned to the AMX Authorized Partner.
- The AMX Authorized Partner will be responsible for in-bound and out-bound freight expenses.
- Products will be repaired within ten (10) business days after AMX Authorized Partner approval is obtained.
- Non-repairable products will be returned to the AMX Authorized Partner with an explanation.
- See AMX Non-Warranty Repair Price List for minimum and Standard Repair Fees and policies.

Table of Contents

Product Information	1
Specifications.....	1
Configuration and Installation	3
Setting the Device DIP Switch	3
Terminating the Device.....	3
Wiring Devices to the AXB-DMX512	4
Preparing/connecting captive wires.....	4
Wiring guidelines	4
Using AxLink communication	5
Using IN and OUT DMX512 data communication.....	5
Transmit Wiring.....	5
Receive Wiring	5
Mounting the AXB-DMX512 in a Rack.....	5
Replacing the Lithium Battery.....	6
Programming	9
Buffers	9
Direct Control Buffer Send_Commands.....	10
DL.....	10
DR.....	10
Patch Buffer Send_Commands.....	11
PA.....	11
DS.....	11
DZ.....	11
PC.....	12
PX.....	12
PZ	12
Group Buffer Commands	13
GA	13
GC	14
GD	15
GE.....	15
GF.....	15
GL.....	16
GO.....	16
GP.....	17
GR.....	18
GS.....	18
GT.....	19
GU	19
Access Level Send_Commands	20
AC.....	20
GX	20

GZ	20
AD	21
AR	21
AS	21
AT	22
AU	22
AX	22
AZ	22
Miscellaneous Send_Commands	23
MB	23
MD	23
MG	23
MI	23
ML	24
MM	24
MO	24
MP	24
Channel Commands	25
MR	25
MZ	25
Channel Trigger Send_Commands	26
CA	26
CL	26
CZ	26
Troubleshooting	27

Product Information

The AXB-DMX512 DMX512 Interface creates a bi-directional DMX512 AxLink connection, transmitting and receiving up to 512 DMX channels for lighting dimmers, spotlights, and other DMX control applications.

Onboard processing and memory can create and store channel groups, faders, patches, and up to 72 presets. A DMX lighting board can operate in tandem with the AXB-DMX512, generate levels for storing presets, or pass through the AXB-DMX512 for direct control of channels.

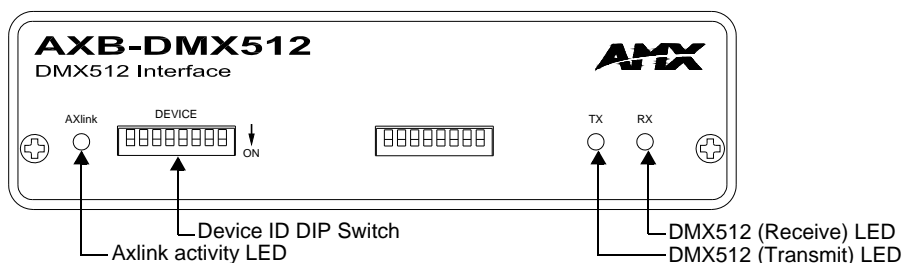


FIG. 1 AXB-DMX512 (front view)

Specifications

AXB-DMX512 Specifications	
Power consumption	160 mA @ 12 VDC
Power supply	12 VDC
Front panel components:	
LED Indicators	<ul style="list-style-type: none"> • AxLink LED (green and blinks to indicate AxLink communication activity and power: <i>Full-Off</i> indicates no power is being received or the controller is not functioning properly. <i>One blink per second</i> indicates power is active and AxLink communication is functioning. <i>Full-On</i> indicates there is no AxLink control or activity, but power is On. • RX LED (red) indicates the AXB-DMX512 is receiving DMX512 data. Corresponds to the IN and OUT ports on the rear panel. • TX LED (red) indicates the AXB-DMX512 is transmitting DMX512 data. Corresponds to the IN and OUT ports on the rear panel.
DIP switches	<ul style="list-style-type: none"> • 8-position DEVICE DIP switch sets the AxLink address for the DMX512. • The DIP Switch to the right of the DEVICE DIP is reserved - no settings are required.
Rear panel components:	
DMXIN port	5-wire, captive-wire connector for receiving data.
DMXOUT port	5-wire, captive-wire connector for transmitting data.
AxLink	4-wire, captive-wire connector for data and power.
Dimensions (HWD)	1.5" x 5.5" x 5.5" (38 mm x 140 mm x 140 mm)
Enclosure	Metal with black matte finish
Mounting	Rack mounting with the optional AC-RK Accessory Rack Kit
Weight	1.1 lb (0.5 kg)

Configuration and Installation

Setting the Device DIP Switch

The 8-position DEVICE DIP switch on the front panel (FIG. 1) sets the AxLink identification number for the AXB-DMX512. Make sure the device number matches the number assigned in the Axxess software program.

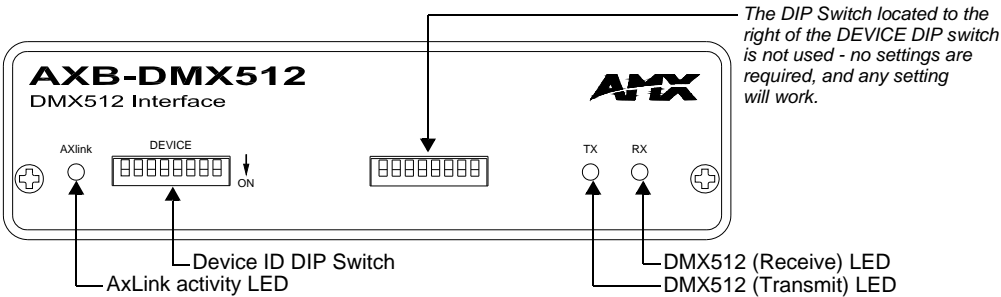


FIG. 1 AXB-DMX512 (front view)

The following table describes the values on the DEVICE DIP switch.

Device DIP Switch Settings								
Position	1	2	3	4	5	6	7	8
Value	1	2	4	8	16	32	64	128



The DIP Switch located to the right of the DEVICE DIP switch is not used - no settings are required, and any setting will work.

Terminating the Device

When using the DMX input and if this device is the last device in a chain of DMX512 devices, you must terminate the line. To terminate the device, position jumpers on jumper pin trios JP4 and JP5 (FIG. 2):

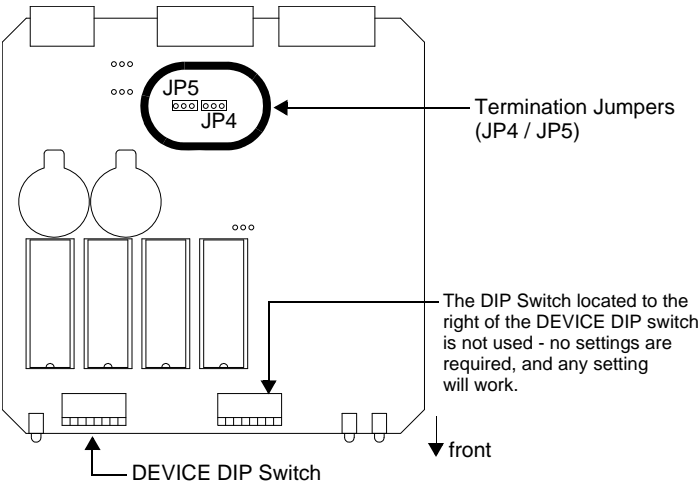


FIG. 2 Location of termination jumpers pins (JP1-JP5) and lithium batteries

1. Remove the jumper that is on pins 1 and 2 of jumper trios JP4 and JP5. (Pins 1 and 2 are marked HIZ - see FIG. 3).
2. Place the jumper on pins 2 and 3 of jumper trios JP4 and JP5. (Pins 2 and 3 are marked TERM -see FIG. 3). This terminates the incoming DMX input with a 120 ohm resistor.

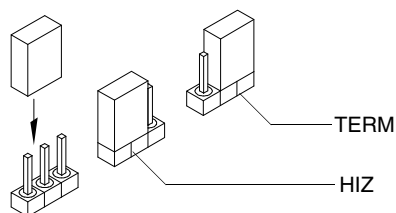


FIG. 3 Termination jumper pin settings for JP4 and JP5

Wiring Devices to the AXB-DMX512

The AXB-DMX512 has three captive-wire connectors on the rear panel (FIG. 4) for DMX512 transmit and receive, and AxLink.

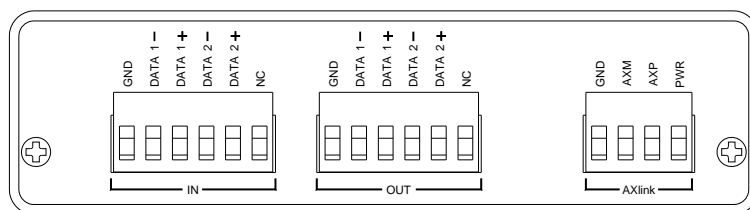


FIG. 4 AXB-DMX512 (rear view)

Preparing/connecting captive wires

1. Strip 0.25 inch of wire insulation off all wires.
2. Insert each wire into the appropriate opening on the connector according to the wiring diagrams and connector types described in this section. Do not tighten the screws excessively; doing so may strip the threads and damage the connector.

Wiring guidelines

The interface requires a 12 VDC power to operate properly. The Central Controller supplies power via the AxLink cable or external 12 VDC power supply. The maximum wiring distance between the Central Controller and interface is determined by power consumption, supplied voltage, and the wire gauge used for the cable. The table below lists wire sizes and maximum lengths allowable between the AXB-DMX512 and Central Controller. The maximum wiring lengths for using AxLink power are based on a minimum of 13.5 volts available at the Central Controller's power supply.

Wiring Guidelines at 160 mA	
Wire Size	Maximum Wiring Length
18 AWG	733.57 feet (223.59 m)
20 AWG	464.11 feet (141.46 m)
22 AWG	289.35 feet (88.19 m)
24 AWG	182.39 feet (55.59 m)

Using AxLink communication

Connect the AxLink wiring to the connector on the AXB-DMX512, as shown in FIG. 5.

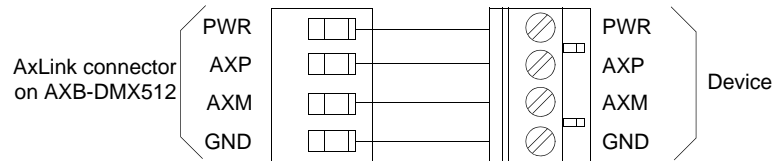


FIG. 5 AxLink wiring

Using IN and OUT DMX512 data communication



Some DMX devices only use DATA+ and DATA-. Connect these to DATA1+ and DATA1-, leaving DATA2+ and DATA- unconnected.

The DATA2 In and Out ports are not Currently supported.

Transmit Wiring

For transmit wiring, connect the DMX512 wiring to the OUT connector, as shown in FIG. 6.

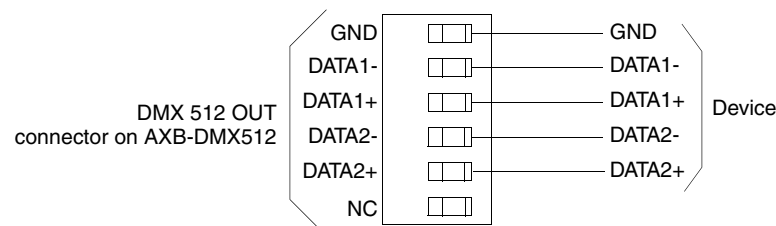


FIG. 6 DMX512 transmit wiring

Receive Wiring

For receive wiring, connect the DMX512 wiring to the IN connector, as shown in FIG. 7.

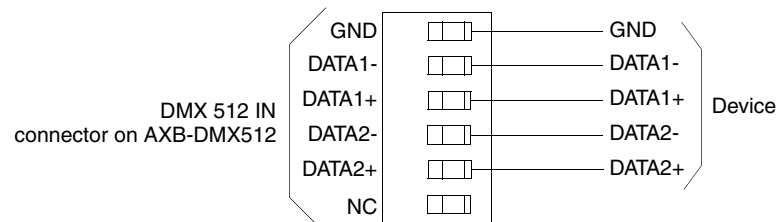


FIG. 7 DMX512 receive wiring

Mounting the AXB-DMX512 in a Rack

To mount the AXB-DMX512 in an equipment rack, you will need an AC-RK rack mounting kit.

1. Remove the two screws on the front panel of the AXB-DMX512.
2. Remove the front panel and the space bracket behind the panel.
3. Remove the rubber feet on the bottom of the unit, if necessary. Insert a scissors blade or other sharp object into the side of one of the rubber feet and pull it off. Do the same to remove the other three rubber feet.
4. Place the unit in the appropriate opening in the AC-RK.

5. Place the front panel of the AXB-DMX512 on the front of the rack over the unit and secure the screws.

Replacing the Lithium Battery

A lithium battery (FIG. 8) with a life of approximately 5 years, protects stored presets if a power loss occurs. The battery is not used when DC power is supplied to the AXB-DMX512. Write down the replacement date on a sticker or label by adding 5 years to the date of installation, and then attach it to the bottom of the AXB-DMX512.

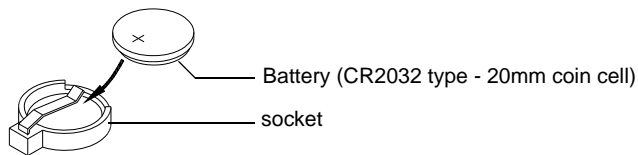


FIG. 8 Lithium battery and socket



CAUTION

All control commands in AXB-DMX512 memory are lost when the lithium battery is replaced

Contact your AMX dealer before you replace the lithium battery and verify that they have a current copy of the Axxess program for your AXB-DMX512. This will avoid any inadvertent loss of data or a service outage.

You will need a flat-blade tool (non-conducting) that can be slipped under the lithium battery to pry it up and out of the socket.



CAUTION

Static electricity can damage electronic circuitry. Before removing the lithium battery from the enclosure, discharge any accumulated static electricity from your body by touching a grounded metal object.

1. Discharge the static electricity from your body.
2. Unplug all cables from the AXB-DMX512.
3. Remove the AC-RK and AXB-DMX512 from the mounting rack. Otherwise, go to step 4.
4. Remove the five pan-head screws on the top of the AXB-DMX512 enclosure.
5. Pull the two enclosure halves apart and set the bottom portion of the enclosure on a flat surface.
6. Locate the battery on the circuit card.
7. Carefully pry the battery out of its socket and insert the new battery. Write down the next replacement date on a sticker or label by adding 5 years to the replacement date, and then attach it to the bottom of the AXB-DMX512.
8. Plug all cables back into the AXB-DMX512.
9. Place the top portion of the enclosure back onto the bottom portion. Then, refasten the five pan-head screws.
10. Reconnect the cables removed for battery replacement.



There is a danger of explosion if you replace the battery incorrectly. Replace the battery with the same or equivalent type recommended by the manufacturer. Dispose of used battery according to the manufacturer's instructions. Never recharge, disassemble, or heat the battery above 212 °F (100 °C). Never solder directly to the battery or expose the contents of the battery to water.

Programming

The AXB-DMX512 is controlled with Axxess Send_Commands. Use the programming information in this section along with the Axxess Programming Language Instruction Manual to program the AXB-DMX512.



All Send Commands are limited to 64 characters.

Buffers

The AXB-DMX512 uses a “highest value takes precedence” to determine which DMX value is actually output (see FIG. 1). There are three output buffers: patch, group, and direct control. Each buffer represents all 512 DMX outputs. The highest value in any buffer is the value transmitted from the output port. The actual DMX output refers to the value being transmitted.

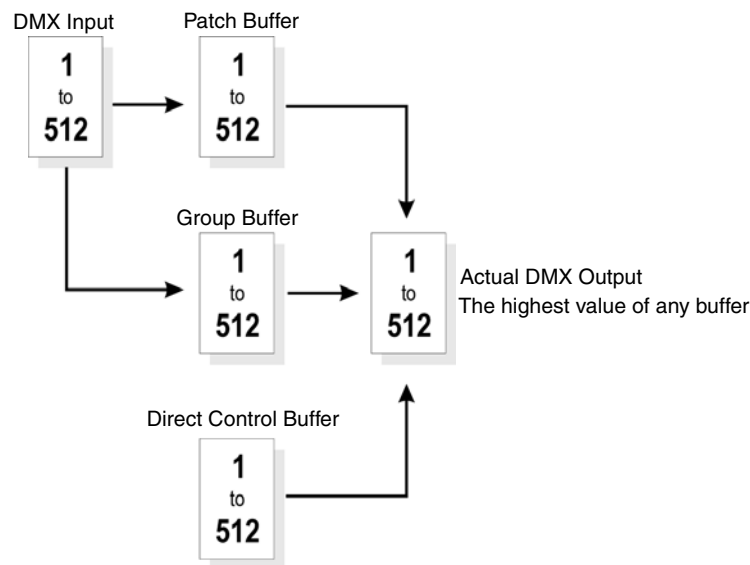


FIG. 1 DMX Flow Chart

The levels in the patch buffer are modified by DMX Input. The patch buffer commands determine which, if any, DMX inputs modify the level of the patch buffer. A patch disconnect automatically clears the value in the patch buffer to zero. If there is no DMX Input for 5 seconds, all values in DMX Input buffer are set to zero. Any outputs tied those DMX Inputs will then be zero.

The group buffer is modified by changing group commands. Groups can ramp over time. Groups can be tied to Axxess levels or DMX Inputs. The groups can be absolute or proportional. For groups that are absolute, the value of all outputs are the same as the group level. Proportional group outputs depend on a specified value or the Actual DMX output at the time the output is added to the group. That value sets the maximum value the outputs can reach when controlled by group 55.

The direct control buffer is modified by individual output ramps or by preset recalls. Presets are also called snapshots or scenes.

Direct Control Buffer Send_Commands

The direct control buffer is modified by individual output ramps or by preset recalls. The following table lists the Direct Control Buffer Send_Commands.

Direct Control Buffer Send_Commands	
Command	Description
DL Recalls a snapshot of all DMX output channel in T tenths of seconds.	Time is required here. This affects all DMX512 channels. Syntax: <pre>"DL<preset number>T<time>"</pre> If a Direct Ramp is in progress the last command sent will win for each output. Variables: <pre>preset number = 1-72</pre> <pre>time = 0-65535 (time is in tenths of seconds, except where noted).</pre> Examples: <pre>SEND_COMMAND DMX, 'DL1T0'</pre> Recalls preset 1 instantly (in zero seconds). <pre>SEND_COMMAND DMX, 'DL72T15'</pre> Recalls preset 72 in 1.5 seconds. Use the groups and group ramp ('GR') command to store and recall scenes with specific channels. Any other snapshot recall or direct ramp in progress is halted and the ramp to the new level starts from the current level.
DR Ramps the DMX output to the L level in T tenths of seconds. Time is required. Sends all specified DMX outputs to the same level.	The list can be single outputs and/or ranges of outputs separated by commas. If a Snapshot Preset is in progress then the last command sent will win for each output. Do not put more 64 characters total in this command. Syntax: <pre>"DR<List of DMX Outputs>L<level>T<time>"</pre> Variables: List of DMS Output = 1,2,3,5-10 is a list of single DMX channels with ranges of DMX channels. level = 0-255 or 0%-100%. The value can be given in actual steps 0-255 or given as a percentage 0%-100%. time = 0-65535. Time is in tenths of seconds. Example: <pre>SEND_COMMAND DMX, 'DR1L100%T10'</pre> Ramps DMX Output channel 1 to 100% (full) in 1 second. Any other snapshot recall or direct ramp in progress for the specified channels is halted and the ramp to the new level starts from the current level. Example: <pre>SEND_COMMAND DMX, 'DR1-512L50%T10'</pre> Sends all channels to 50% in 1 second. <pre>SEND_COMMAND DMX, 'DR1-512L127T25'</pre> Sends all channels to 50% in 2.5 seconds. <pre>SEND_COMMAND DMX, 'DR10,20-30,35L0T0'</pre> Sends channels 10,20 through 30, and 35 to 0%.

Direct Control Buffer Send_Commands	
Command	Description
DS Stores a snapshot of all DMX output channels.	This is the final output of the DMX512 box and is also affected by the values in the Patch and Group Buffers. Note that this command stores all DMX512 channels, even channels that are not currently being transmitted through the use of the 'ML' command (refer to the <i>Miscellaneous Send_Commands</i> section on page 23). Syntax: <pre>"DS<preset number>"</pre> Variable: <pre>preset number = 1-72</pre> Examples: <pre>SEND_COMMAND DMX, 'DS1'</pre> Stores preset 1. <pre>SEND_COMMAND DMX, 'DS72'</pre> Stores preset 72 (there is a max of 72 presets with standard memory). To exclude (undefine) channels, the Group Buffer Commands must be used, NOT the Direct Buffer Commands.
DZ Sends all outputs in the Direct Control buffer immediately to zero.	Clears all values in the Direct Control Buffer to zero. Syntax: <pre>"DZ"</pre> Stops all 'DR' ramps.

Patch Buffer Send_Commands

The patch buffer Send_Commands determine which if any DMX inputs modify the patch buffer. The following table lists the Patch Buffer Send_Commands.

Patch Buffer Send_Commands	
Command	Description
PA Patches inputs 1-512 in a one-to-one relationship with outputs 1-512.	This is typically the second step (after clearing the memory), when setting up the DMX512 box to sit between a lighting console and its dimmers. The outputs immediately change to reflect the inputs and will track any input changes. Syntax: <pre>"PA"</pre> Globally connects all DMX inputs to DMX outputs in a 1 to 1 relationship.

Patch Buffer Send_Commands (Cont.)	
Command	Description
PC Patches an input to one or more outputs.	<p>The list can be single outputs and/or ranges of outputs separated by commas. If the output is currently already patched to another input, then it is automatically disconnected from that input.</p> <p>Syntax:</p> <pre>"PC<DMX input>D<list of DMX outputs>"</pre> <p>Variables:</p> <p>DMX Input = 1-512. The actual DMX inbound data is stored in the DMX Input Buffer</p> <p>DMX Output = 1-512</p> <p>Example:</p> <pre>SEND_COMMAND DMX, 'PC1D1,3,5-7'</pre> <p>Connects DMX Input 1 to DMX Outputs 1,3,4,6.</p> <pre>SEND_COMMAND DMX, 'PC1D1-512'</pre> <p>Connects input 1 to all outputs.</p> <pre>SEND_COMMAND DMX, 'PC1D10-20,25'</pre> <p>Patches input 2 to outputs 10 through 20 and 25.</p>
PX Disconnects a DMX output from any DMX input by unpatching one or more DMX outputs.	<p>The list can be single outputs and/or ranges of outputs separated by commas. These outputs immediately go to zero in the Patch buffer.</p> <p>Syntax:</p> <pre>"PX<list of DMX outputs>"</pre> <p>Do not put more 64 characters total in this command. A Disconnect will clear the Patch Buffer for that output to 0.</p> <p>Variable:</p> <p>list of DMX outputs</p> <p>Example:</p> <pre>SEND_COMMAND DMX, 'PX512'</pre> <p>Unpatches all DMX outputs (the same as the 'PZ' command).</p> <pre>SEND_COMMAND DMX, 'PX15,20-25'</pre> <p>Unpatches DMX outputs 15 and 20 through 25.</p>
PZ Unpatches all DMX inputs from all DMX outputs.	<p>Global delete all DMX outputs from any DMX input.</p> <p>Syntax:</p> <pre>"PZ"</pre> <p>All DMX outputs in the Patch Buffer immediately go to zero.</p>

Group Buffer Commands

The group buffer is modified by changing group commands.



There is a maximum of 96 groups in software version 1.10.

Adding outputs to a group while the group is still connected to an Access level DMX output can cause the value of outputs, which are already a member of the group, to change.

The following table lists the Group Buffer Send_Commands.

Group Buffer Commands	
Command	Description
GA Adds one or more DMX outputs to a group.	<p>The list can be single outputs and/or ranges of outputs separated by commas. A DMX output can only belong to one group at a time.</p> <p>Any of these outputs, that are currently members of another group, are automatically removed from that group. Adding an output to the group does not change the current DMX value for that output in the Group Buffer. This means that its possible to have different DMX values for the channels in this group at the time the channels are added, but this command is intended for the control of a group of outputs that will have the same value at all times.</p> <p>Syntax:</p> <pre>"GA<group>D<list of DMX output>"</pre> <p>Variables:</p> <p>group = 1-96</p> <p>list of DMX output = 1,2,3,5 - 10</p> <p>If this group is direct ramped ('GR') to a level, then the offset between channels will be lost.</p> <p>If this group is ramped up ('GU') or down ('GD'), then the channels maintain their relative values until these channels hit zero or full. This effectively 'clips' the channels and eliminates the offsets between the values.</p> <p>Example:</p> <pre>SEND_COMMAND DMX, 'GA1D1,3,5-7'</pre> <p>Adds DMX Output Channels 1, 3, 5, 6, 7 to Group 1.</p> <pre>SEND_COMMAND DMX, 'GA1D-5'</pre> <p>Adds DMX outputs 1 through 5 to Group 1.</p> <pre>SEND_COMMAND DMX, 'GA96D6,10'</pre> <p>Adds DMX Outputs 6 and 10 to Group 96.</p>

Group Buffer Commands (Cont.)	
Command	Description
GC Connects one or more groups to an Access level or to a DMX input.	<p>A group can only be tied to one or the other not both. The list can be single groups and/or ranges of groups separated by commas.</p> <p>Syntax:</p> <pre>"GC<list of groups><A or D><Access level or DMX input>"</pre> <p>Variables:</p> <p>Access level = 1-8</p> <p>DMX input = 1-512</p> <p>If a single group is connected to an unconnected Access level, then the Access level value will change to the group value. Otherwise, the group value will change to the Access level.</p> <p>There are 4 possible scenarios with this command:</p> <p>Connecting a single group to an Access level: The Access level changes immediately to reflect the current level of the group for normal groups. The group level immediately changes to reflect the Access level for proportional groups and fixed groups. The group can now be ramped up and down via the Access level ramp commands ('AU', 'AD', and 'AS'). It is no longer possible to use the group ramp up ('GU') or down ('GD') commands, but the direct ramp command ('GR') and Access channels still work, and also affects the Access level. If the group is disconnected using the 'GX' command, the group ramp up and down will work again.</p> <p>Example:</p> <pre>SEND_COMMAND DMX, 'GC1A2'</pre> <p>Connects Group 1 to Access level 2.</p> <p>Connecting multiple groups to an Access level: The group levels change immediately to reflect the current Access level. The group can now be ramped up and down via the Access level. It is no longer possible to use the group ramp up ('GU') or down ('GD') commands. The direct ramp command ('GR') and Access channels still work but now controls all groups connected to this Access level, as well as the Access level itself.</p> <p>Example:</p> <pre>SEND_COMMAND DMX, 'GC1,2A3'</pre> <p>Connects Groups 1 and 2 to Access level 3.</p> <p>Connecting a single group to a DMX level: The group level changes immediately to reflect the current DMX input level. The group can now be ramped up and down by the DMX input level. There are no other means of affecting the group output.</p> <p>Example:</p> <pre>SEND_COMMAND DMX, 'GC4D5'</pre> <p>Connects Group 4 to DMX input 5.</p> <p>Connecting multiple groups to a DMX level: The group levels change immediately to reflect the current DMX input level and behave the same as connecting a single group to the DMX input.</p> <p>Example:</p> <pre>SEND_COMMAND DMX, 'GC1-3,5D8'</pre> <p>Connects Groups 1 through 3 and 5 to DMX input 8.</p>

Group Buffer Commands (Cont.)	
Command	Description
GD Ramps down one or more groups at the current ramp rate set by the 'GT' command.	<p>The group stop ('GS'), group ramp down ('GD'), or group direct ramp command ('GR') will interrupt this command. It is not possible to use this command on groups that are connected to an Axxcess level or to a DMX input.</p> <p>Syntax:</p> <pre>"GD<list of groups>"</pre> <p>The list can be single groups and/or ranges of groups separated by commas. If this command is sent for multiple groups, only those that are connected to an Axxcess level or DMX input will ramp.</p> <p>Example:</p> <pre>SEND_COMMAND DMX, 'GD1,3-4'</pre> <p>Starts a ramp down on groups 1, 3, and 4.</p>
GE Erases groups.	<p>Removes all output channels from one or more groups. These outputs go immediately to 0% in the Group buffer and do not disconnect an Axxcess level or DMX input from the group, if it is currently connected. If a programmer later adds channels back to the groups, they will be immediately be connected to the Axxcess level or the DMX input.</p> <p>The list can be single groups and/or ranges of groups separated by commas.</p> <p>Syntax:</p> <pre>"GE<list of groups>"</pre> <p>Removes all DMX outputs from the groups. Sets all levels in the group buffer to zero.</p> <p>Example:</p> <pre>SEND_COMMAND DMX, 'GE1'</pre> <p>Removes all output channels from Group 1.</p> <pre>SEND_COMMAND DMX, 'GE5,8-10'</pre> <p>Removes all output channels from Groups 5 and 8 through 10.</p>
GF Functions like the 'GP' command, except the Max value for each output is specified in the Send Command.	<p>This is useful for creating "blind" presets, meaning that its not necessary to drive the actual DMX outputs to these levels in order to store the preset. All other rules for use are identical to those of the 'GP' command.</p> <p>Syntax:</p> <pre>"GF<group>D<special list of DMX outputs with maximum value>"</pre> <p>Variables:</p> <p>group = 1-96 special list of DMX outputs with maximum value = 1-512</p> <p>Example:</p> <pre>SEND_COMMAND DMX, 'GF1D1@100%,2@50%,8@75%'</pre> <p>Adds channels 1,2, and 8 to Group 1 at levels of 100%, 50%, and 75% respectively.</p> <pre>SEND_COMMAND DMX, 'GF10D5-10@255,20@50%'</pre> <p>Adds channels 5 through 10 at 100% (255) and channel 20 at 50% to Group 10.</p> <p>After the output there is an ampersand (@), then the maximum value for that output. That means the highest the DMX output can ever be is the value given at the time of the add. Ranges are allowed but can only have one maximum value for whole range.</p>

Group Buffer Commands (Cont.)	
Command	Description
GL Deletes DMX outputs from any group.	<p>This command removes one or more output channels from the group that they are connected to. These outputs go immediately to 0% in the Group buffer.</p> <p>DO NOT specify which group these are to be removed from, because a channel can only be a member of one group at a time.</p> <p>The list can be single outputs and/or ranges of outputs separated by commas.</p> <p>Syntax:</p> <pre>"GL<list of DMX outputs>"</pre> <p>Variable:</p> <p>list of DMX outputs = 1-512</p> <p>Example:</p> <pre>SEND_COMMAND DMX, 'GL1-50'</pre> <p>Removes DMX channels 1 through 50 from any group.</p> <pre>SEND_COMMAND DMX, 'GL5,10,20-25'</pre> <p>Removes DMX channels 5, 10, and 20 through 25 from any group.</p>
GO Sets the current output values in the Groups to the same value as the current actual DMX output.	<p>This command copies the actual output levels for the AXB-DMX512 box to the Group buffer for one or more groups.</p> <p>Syntax:</p> <pre>"GO<list of groups>"</pre> <p>This has the effect of copying the highest value from the patch or direct control buffer into the group buffer if they are higher than the value in the Group buffer.</p> <p>This is useful in the event a programmer wishes to add a group and then ramp it down from its current level. To do this:</p> <ul style="list-style-type: none"> Use the Direct or Patch buffer to set the DMX outputs as needed. Add one or more groups using the 'GP' command. Use group copy ('GO') to copy the box outputs to the group buffer for these groups. Disconnect the Patch buffer ('PZ') or send the Direct buffer ('DZ') to 0%. <p>Example:</p> <pre>SEND_COMMAND DMX, 'GO1'</pre> <p>Copies outputs for all channels in Group 1 to the Group buffer.</p> <pre>SEND_COMMAND DMX, 'GO5-8'</pre> <p>Copies outputs for all channels in Groups 5 through 8 to the Group buffer.</p> <p>Warning: The 'GO' command only works normal (non-proportional) groups. To work around this, use the direct ramp ('DR') command to set each group to full, instead of using the 'GO' command.</p>

Group Buffer Commands (Cont.)	
Command	Description
GP Same as 'GA' command, except the DMX outputs are added so they will remain proportional to the value they had at the time of adding the output.	<p>The highest the DMX output can ever be is the value at the time of the add. A DMX output can only belong to one group at a time.</p> <p>The outputs will not ramp to a value above that which they had at the time they were added. This is the command typically used to store scenes that were created on a DMX console that is providing the DMX inputs to the AXB-DMX512 unit. When the group is ramped, the outputs retain their same proportional level to each other.</p> <p>Warning: Rounding errors occur in the algorithm that controls the proportional levels (this function is unsuitable for precision control).</p> <p>Syntax:</p> <pre>"GP<group>D<list of DMX output>"</pre> <p>Variables:</p> <p>group = 1-96</p> <p>list of DMX output = 1,2,3,5 -10</p> <p>If an output is added to an existing group, the its proportional value is determined by its value when compared to the maximum values for each channel in a group; not by its value compared to the current values for each channel in the group.</p> <p>As with the 'GA' command, this can cause things to be a bit out of sync at the time of adding. When any channel is added, its output value in the Group Buffer does not change, regardless of what level other outputs in the group might currently be at.</p> <p>When ramping up ('GU') or down ('GD'), the other levels will reach their maximum or minimum before the currently added level does. Once all levels have reached maximum or minimum, they will ramp together from that point forward.</p>

Group Buffer Commands (Cont.)	
Command	Description
GR Ramps group to a L level in T tenths of seconds.	<p>Ramps a single group to a level. Time is optional and if no time is specified, the group time (set by the 'GT' command) is used and then it will ramp at the current ramp rate for that group. If a group is tied to a DMX input, then this command is ignored. If the group is tied to an Access level the group will ramp.</p> <p>This can be interrupted by the group up ('GU'), group down ('GD'), or group stop ('GS') commands. Inaccuracies in the value, as a result of rounding, are common with fixed and proportional groups. Even if the group is set to 100%, some of the channels will still not be at their stored levels. The group up ('GU') command can be issued to take the groups to their true 100% level.</p> <p>Syntax:</p> <pre>"GR<group>L<level>{T<time>}"</pre> <p>Variables</p> <p>group = 1-96. The group of DMX output that act together. Outputs can only belong to one group at a time.</p> <p>level = 0-255 or 0%-100%</p> <p>time = 0-65535</p> <p>{}-Parameters in commands that are optional.</p> <p>Examples:</p> <pre>SEND_COMMAND DMX, 'GR1L0T10'</pre> <p>Ramps all DMX output channels in group 1 to zero (lowest) in 1 second.</p> <pre>SEND_COMMAND DMX, 'GR1L50%T20'</pre> <p>Ramps Group 1 to 50% in 2 seconds.</p> <pre>SEND_COMMAND DMX, 'GR2L255'</pre> <p>Ramps Group 2 to 100% using the group time.</p>
GS Stops any ramping that was started by the group up ('GU'), group down ('GD'), or group direct ramp ('GR') commands.	<p>Stops 'GU','GD','GR'.</p> <p>Syntax:</p> <pre>"GS<list of groups>"</pre> <p>The list can be single groups and/or ranges of groups separated by commas. DMX outputs freeze at their current level.</p> <p>Example:</p> <pre>SEND_COMMAND DMX, 'GS1,3-4'</pre> <p>Stops a ramp on Groups 1, 3, and 4.</p>

Group Buffer Commands (Cont.)	
Command	Description
GT Sets the current ramp rate for one or more groups in tenths of a second.	<p>This affects any future group up ('GU'), group down ('GD'), or group direct ramp ('GR') commands. The specified time determines how long it takes to go full range. If the group is proportional then Individual Output rates will be proportional.</p> <p>Optionally, the up ('U') or down ('D') times may be specified. Without an U or D, both up and down ramp rates are set the same. Ramp rates determine how long the group will take to ramp from 0% to 100% (and 100% to 0%).</p> <p>If, for example, there is a ramp time of 10 seconds, and the level is currently at 50%, it will take only 5 seconds to ramp to either 0% or 100%. 100% for proportional ('GP') and fixed ('GF') groups is the maximum level in the group for each channel that is not necessarily fully at 100% (255).</p> <p>Syntax: "GT<list of groups>R<time>{U or D}"</p> <p>Variables: {}-Parameters in commands that are optional.</p> <p>Example: SEND_COMMAND DMX, 'GT1R5'</p> <p>Sets Group 1 to ramp rate to 0.5 second both up and down. SEND_COMMAND DMX, 'GT1-2R50'</p> <p>Sets the up and down ramp times for Groups 1 and 2 to 5 seconds. SEND_COMMAND DMX, 'GT3,5-8R35U'</p> <p>Sets the up ramp time for groups 3 and 5 through 8 to 3.5 seconds. SEND_COMMAND DMX, 'GT10R5D'</p> <p>Sets the down ramp time for Group 10 to 0.5 seconds.</p>
GU Ramps up one or more groups at the current ramp rate set by the 'GT' command.	<p>The group stop ('GS'), group ramp down ('GD'), or group direct ramp command ('GR') will interrupt this command. It is not possible to use this command on groups that are connected to an Axxess level or to a DMX input.</p> <p>Syntax: "GU<list of groups>"</p> <p>The list can be single groups and/or ranges of groups separated by commas. If this command is sent for multiple groups, only those that are connected to an Axxess level or DMX input will ramp.</p> <p>Example: SEND_COMMAND DMX, 'GU1,3-4'</p> <p>Starts a ramp up on groups 1, 3, and 4.</p>

Group Buffer Commands (Cont.)	
Command	Description
GX Disconnects groups from Axxess level or DMX level.	This command disconnects one or more groups from Axxess levels or DMX inputs to which they are connected. The list can be single groups and/or ranges of groups separated by commas. Syntax: <pre>"GX<list of groups>"</pre> Example: <pre>SEND_COMMAND DMX, 'GX1'</pre> Disconnects Group 1. <pre>SEND_COMMAND DMX, 'GX5,10-15'</pre> Disconnects Groups 5 and 10 through 15.
GZ Disconnects and erases all groups.	This command removes all outputs from all groups and disconnects these groups from Axxess levels or DMX inputs to which they are connected. Removes all DMX outputs from all groups in addition to disconnecting any levels or inputs. Syntax: <pre>"GZ"</pre> Sets all levels in the group buffer to zero.

Axxess Level Send_Commands

There are eight levels tied to the Axxess system. The following table lists the Axxess level Send_Commands.

Axxess Level Send_Commands	
Command	Description
AC Connects one DMX input to one Axxess level.	Only one DMX input can be connected to an Axxess level at one time. The Axxess level value is then only affected by a change in the DMX input value. If the Axxess level is connected to a group, then the groups will change with the DMX input. Syntax: <pre>"AC<Axxess level>D<DMX input>"</pre> Variables: Axxess level = 1 - 8 DMX input = 1-512 Example: <pre>SEND_COMMAND DMX, 'AC1D512'</pre> Connects DMX Input 512 to Axxess level 1. <pre>SEND_COMMAND DMX, 'AC1D2'</pre> Connects DMX Input 2 to Axxess level 1.

Access Level Send_Commands (Cont.)	
Command	Description
AD Ramps down one Axxess level at the ramp rate set by the 'AT' command.	Ramps until 'AS', 'AR', or 'AU'. Note that it is not possible to ramp an Axxess level if it has not been connected to a DMX input (using the 'AC' command). Syntax: <pre>"AD<Axxess level>"</pre> Variable: Axxess level = 1 - 8 Example: <pre>SEND_COMMAND DMX, 'AD1'</pre> Ramps down Axxess level 1.
AR Ramps a single Axxess level to the chosen L level in T tenths of seconds.	If no time is given, the level ramp time (set by the 'AT' command) is used and can be interrupted by the level up ('AU'), level down ('AD') or level stop ('AS') command. If a group is tied to the Axxess level then the group will ramp with the Axxess level. If another command affects this level - last command sent wins. Syntax: <pre>"AR<Axxess level>L<level> {T<time>}"</pre> Variables: Axxess level = 1 - 8 level = 0-255 or 0%-100% time = 0-65535 {}-Parameters in commands that are optional. Example: <pre>SEND_COMMAND DMX, 'AR1L255T5'</pre> Ramps Axxess level 1 to step 255 (full) in 0.5 second. <pre>SEND_COMMAND DMX, 'AR1L50%T20'</pre> Ramps Axxess level 1 to 50% in 2 seconds. <pre>SEND_COMMAND DMX, 'AR1L255'</pre> Ramps Axxess level 2 to 100% using the group time.
AS Stops any ramp that was initiated.	Stops Axxess level ramp using the Axxess level up ('AU') command, Axxess level down ('AD'), or Axxess level direct ramp ('AR') commands on one Axxess level. The level and any connected groups freeze at their current levels. Syntax: <pre>"AS<Axxess level>"</pre> Variable: Axxess level = 1 - 8 Example: <pre>SEND_COMMAND DMX, 'AS1'</pre> Stops any ramp on Axxess level 1.

Access Level Send_Commands (Cont.)	
Command	Description
AT Sets the ramp rate for one Axxess level in tenths of a second.	<p>This affects any future level up ('AU'), level down ('AD'), or level direct ramp ('AR') commands. The specified time determines how long it takes to go full range. If the group is proportional then Individual Output rates will be proportional.</p> <p>Optionally, the up ('U') or down ('D') times may be specified. Ramp rates determine how long the level will take to ramp from 0% to 100% (and 100% to 0%).</p> <p>If, for example, there is a ramp time of 10 seconds, and the level is currently at 50%, it will take only 5 seconds to ramp to either 0% or 100%.</p> <p>Syntax:</p> <pre>"'AT<Axxess level>R<time>{U or D}'"</pre> <p>Variables:</p> <p>Axxess level = 1 - 8</p> <p>time> = 0-65535</p> <p>{ }-Parameters in commands that are optional.</p> <p>Example:</p> <pre>SEND_COMMAND DMX, 'AT1R5'</pre> <p>Sets Axxess level 1 to ramp rate to 0.5 second both up and down.</p> <pre>SEND_COMMAND DMX, 'AT1R50'</pre> <p>Sets the up and down ramp times for Axxess level 1 to 5 seconds.</p> <pre>SEND_COMMAND DMX, 'AT3R35U'</pre> <p>Sets the up ramp time for Axxess level 3 to 3.5 seconds.</p> <pre>SEND_COMMAND DMX, 'AT8R5D'</pre> <p>Sets the down ramp time for Axxess level 8 to 0.5 seconds.</p>
AU Ramps up one Axxess level at the ramp rate set by the 'AT' command.	<p>Ramps until 'AS', 'AR', or 'AD'. Note that it is not possible to ramp an Axxess level if it has not been connected to a DMX input (using the 'AC' command).</p> <p>Syntax:</p> <pre>"'AU<Axxess level>'"</pre> <p>Variable:</p> <p>Axxess level = 1 - 8</p> <p>Example:</p> <pre>SEND_COMMAND DMX, 'AU1'</pre> <p>Ramps up Axxess level 1.</p>
AX Disconnects a single Axxess level from a single DMX input.	<p>Syntax:</p> <pre>"'AX<Axxess level>'"</pre> <p>Variable:</p> <p>Axxess level = 1 - 8</p> <p>Example:</p> <pre>SEND_COMMAND DMX, 'AX1'</pre> <p>Disconnects Axxess level 1 from any DMX input.</p>
AZ Globally disconnects all Axxess levels from any DMX inputs.	<p>Stops all ramps.</p> <p>Syntax:</p> <pre>"'AZ'"</pre>

Miscellaneous Send_Commands

The following table lists other miscellaneous Send_Commands.

Miscellaneous Send_Commands	
Command	Description
MB Sets the break time.	The range is from 88 to 10,000 microseconds. Syntax: " 'MB<Time in uS>' " Variable: Time in uS = Default and minimum is 88uS. Maximum is 10000uS. Example: SEND_COMMAND DMX, 'MB88 ' Sets the break to 88 microseconds (default).
MD Sets the idle time after the DMX packet in 10 microsecond increments.	Idle time after packet in 10 microseconds. Syntax: " 'MD<Time in uS>' " Variable: Time in uS = Default and minimum is 1 x 10us. Maximum is 10000 x 10uS. Example: SEND_COMMAND DMX, 'MD1 ' Sets the idle time after the packet to 10 microseconds (default).
MG Returns the current average of all the outputs in a group.	Requests that the DMX512 return a string indicating the current average of all outputs in a single group. Syntax: " 'MG<group>?' " Variable: group = Returns the current average of all the outputs in a group. Causes a string to be sent to the master. Example: SEND_COMMAND DMX, 'MG1?' Sent to the AXB-DMX512 box. The box replies "MG1@255',13,10" indicating that DMX outputs in Group 1 are at full (255). SEND_COMMAND DMX, 'MG2?' Sent to the AXB-DMX512 box. The box replies "MG2@127',13,10" indicating that average of all outputs in Group 2 is at 50% (127).
MI Causes a string to be sent to the master.	Causes a string to be sent to the master indicating the current 8-bit value of an input channel. Syntax: " 'MI<DMX Output>?' " Variable: DMX Output = 1-512 Example: SEND_COMMAND DMX, 'MI1?' Sent to the AXB-DMX512 box. The box replies "MI1@255',13,10" indicating that DMX input 1 is at 100% (255). SEND_COMMAND DMX, 'MI2?' Sent to the AXB-DMX512 box. The box replies "MI2@127',13,10" indicating that DMX input 2 is at 50% (127).

Miscellaneous Send_Commands (Cont.)	
Command	Description
ML Defines the number of output that are transmitted. Limits the number of channels in the transmitted DMX packet.	<p>Default and maximum is 512. The number of packets sent per second will increase accordingly, this can cause the break-to-break time to drop below the official minimum time of 1,196 microseconds. This takes place downstream from the AXB-DMX512s' output buffer and has no affect on any other commands.</p> <p>The DMX box still keeps track of its DMX output values internally, even though these are no longer a part of the transmitted packet. Always transmit at least one channel (ML0 is not allowed).</p> <p>Syntax: <code>"ML<number>"</code></p> <p>Example: <code>SEND_COMMAND DMX, 'ML128'</code></p> <p>Sends out only 128 outputs per packet. This will cause 88 packets per second with no other changes. <code>SEND_COMMAND DMX, 'ML512'</code></p> <p>Sends out only 512 channels per packet at 44 packets per second. <code>SEND_COMMAND DMX, 'ML256'</code></p> <p>Sends out only 256 channels per packet at 88 packets per second.</p>
MM Sets the length of the mark-after-break in microseconds.	<p>Range is from 8 to 10,000 microseconds.</p> <p>Syntax: <code>"MM<Time in uS>"</code></p> <p>Variable: Time in uS = Default and minimum is 8uS. Maximum is 10000uS.</p> <p>Example: <code>SEND_COMMAND DMX, 'MM8'</code></p> <p>Sets the mark-after-break to 8 microseconds (default).</p>
MO Causes a string to be sent to the master.	<p>Causes a string to be sent to the master indicating the current 8-bit value of an output channel.</p> <p>Syntax: <code>"MO<DMX Output>?"</code></p> <p>Variable: DMX Output = 1-512</p> <p>Example: <code>SEND_COMMAND DMX, 'MO1?'</code></p> <p>Sent to the AXB-DMX512 box. The box replies "MO1@255',13,10" indicating that DMX output 1 is at 100% (255).</p> <p><code>SEND_COMMAND DMX, 'MI2?'</code></p> <p>Sent to the AXB-DMX512 box. The box replies "MO2@127',13,10" indicating that DMX output 2 is at 50% (127).</p>
MP Returns a string from the DMX512 indicating the maximum number of available presets.	<p>Total available presets, including those already in use. This is currently fixed at 72.</p> <p>Syntax: <code>"MP"</code></p> <p>Causes a string to be sent to the master.</p> <p>Example: <code>SEND_COMMAND DMX, 'MP'</code></p> <p>When MP is sent to the DMX512 box, the box replies MP72, indicating that there are a total of 72 presets available (with standard memory).</p>

Miscellaneous Send_Commands (Cont.)	
Command	Description
MR This macro command sets 'MB', 'MD', 'ML, and 'MM' to send either 44 or 22 packets per second with 512 channels of DMX outputs.	Type is optional. Syntax: " 'MR{ <Type> } ' " Variable: No Type or Type = 0: 44 packets per second. Type = 1 is 22 packets per second. {}-Parameters in commands that are optional. Example: SEND_COMMAND DMX, 'MR0' Sets the parameters for 44 packets per second at 512 packets per packet. SEND_COMMAND DMX, 'MR1' Sets the parameters for 2 packets per second at 512 packets per packet.
MZ Resets everything.	Deletes all groups, presets, patches, times and everything else. Resets everything to a factory state. Syntax: " 'MZ' " This is a total memory clear.

Channel Commands

The following table lists the channel commands for the AXB-DMX512:

Channel Commands	
Channel	Command
1-8	Axcess level 1-9 ramp up
9-16	Axcess level 1-8 ramp down
17-112	Group 1-96 ramp up
113-208	Group 1-96 ramp down

Ramp time is set by the 'GT' command, unless the group is set to a level using the 'GC' command; in which case, the ramp time is set by the 'AT' command. The group can still be ramped using these Axcess channels even if it has been connected to an Axcess level. Groups that are connected through an Axcess level will ramp together. It is not possible to use these channels to ramp groups that have been connected to a DMX input through an Axcess channel.

Channel Trigger Send_Commands

Almost all methods of control using an Axxess system require the use of channels on devices. The following table lists the channel trigger Send_Commands.

Channel Trigger Send_Commands	
Command	Description
CA Sets up a trigger that causes an Axxess channel to be On whenever a single specified DMX input is within a range of values.	<p>The minimum value must be specified, but the maximum value is optional. If not specified, the maximum value is assumed to be 100% (255). When the DMX input is equal to low, then the Axxess channel will turn on. If a Level High is given, then the Axxess channel will go high if DMX Input is \geq Low and DMX Input \leq High.</p> <p>The Axxess channel will stay on as long as the DMX input is the right value or in the range of values.</p> <p>Only Axxess channel 209 through 248 are available for use as triggers; all others will be ignored.</p> <p>Syntax:</p> <pre>"'CA<Axxess channel>D<DMX level>L<low>H<high>'"</pre> <p>Variables:</p> <p>Channels = 209-248 = Programmable DMX input triggers</p> <p>Example:</p> <pre>SEND_COMMAND DMX, 'CA209D1L64H128 '</pre> <p>Axxess channel 209 will go On if $64 \leq$ DMX Input 1 \leq 128.</p> <pre>SEND_COMMAND DMX, 'CA209D1L100H200 '</pre> <p>Axxess channel 209 will go On if $100 \leq$ DMX Input 1 \leq 200.</p> <pre>SEND_COMMAND DMX, 'CA248D5L127 '</pre> <p>Axxess channel 248 will go On if DMX Input 5 \geq 127.</p>
CL Deletes a single channel trigger.	<p>Syntax:</p> <pre>"'CL<Axxess channel>'"</pre> <p>Variables:</p> <p>Channels = 209-248 = Programmable DMX input triggers</p> <p>Example:</p> <pre>SEND_COMMAND DMX, 'CL209 '</pre> <p>Deletes Axxess channel trigger 209.</p>
CZ Deletes all channel triggers.	<p>Syntax:</p> <pre>"'CZ'"</pre> <p>Example:</p> <pre>SEND_COMMAND DMX, 'CZ '</pre> <p>Deletes all channel triggers.</p>

Troubleshooting

This section addresses and provides solutions to most frequently asked questions.

AXB-DMX512 Troubleshooting	
Problem	Solution:
The transmit LED on the DMX512 is always On. Is this a failure?	<ul style="list-style-type: none"> Unlike most serial protocols, the DMX512 transmits a constant stream of data. This means that since the DMX512 is constantly receiving data, its receive LED should always be On during that process.
Some channels will not ramp below a certain level. They can be ramped above this certain level but not below it.	<ul style="list-style-type: none"> The DMX512 box contains 3 internal buffers (Direct, Patch, and Group) for sending, each with its' own use. The actual DMX output is the highest value for that channel from among the group of three. EXAMPLE: If a programmer is ramping channel 1 down in the Direct buffer, but this channel is at 50% in the Group buffer. The programmer can't ramp the actual DMX output below 50%. To avoid this situation, each of the three buffers should be cleared out before doing any programming. Solution: The Send Commands used to do this are: DZ - To clear the Direct Buffer PZ - To clear the Patch buffer GZ - To clear the Group buffer MZ - To reset everything (WARNING: This also deletes all Presets)
The AXB-DMX512 is connected between a lighting console and the dimmers. If I bypass the AXB-DMX512 box, I have control of the dimmers, but when I put the box in the system, I have no control.	<ul style="list-style-type: none"> The DMX512 box needs to have a patch created to connect the inputs to the outputs, After issuing the above commands to clear out any pre-existing patches or groups, send the PA Send Command to connect all inputs to all outputs (one to one).
The AXB-DMX512 is connected between a lighting console and the dimmers. I am using the DS Send Command to store snapshots of the DMX outputs. When I send the DL command to recall these snapshots, I am affecting dimmers that I do not want to be recalled in this scene. Is there any way to leave certain channels out of the scene?	<ul style="list-style-type: none"> The DS and DL commands store a snapshot of all DMX 512 channels. To store and recall scenes, the GP command must be used to proportionally add a group in the Group buffer. The programmer must select which channels are included in the group. EXAMPLE: GP1D1-100 adds DMX outputs 1 through 100 to group 1. The scene can then be recalled by sending the group to 100% using the command GR1L100%. Channels above 100 will not be affected by this command.



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